

a game information storage medium storing a game program relating to game card character figures,

a game machine including a processing system for removably receiving therein the game information storage medium to execute an image display game program,

said plurality of game cards recording, for each of the characters depicted, at least identification data of the characters and characteristic data relating to a characteristic of an associated character;

*B1* wherein one of said game information storage medium and said game machine includes external information reading circuitry for reading the identification data and characteristic data of the characters recorded on said game cards; and

said processing system, when supplied with the identification data and characteristic data read by said external information reading circuitry from one or more of said game cards, processes the characteristic data to apply a change to the original content of the game program stored in said game information storage medium.

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7. (Amended) A game system according to claim 1, wherein said game cards are trading cards each including a figure of a character differing in rarity value.

*B2* 8. (Amended) A game system according to claim 1, wherein the characteristic data recorded on at least one of said game cards includes sound data related to at least the associated character, and

wherein said processing system generates sound of the associated character on the basis of sound data read by said external information reading circuitry.

9. (Amended) A game system according to claim 1, wherein the characteristic data recorded on at least one of said game cards includes text data explaining an individual feature of the associated character, and

wherein said processing system displays text data read by said external information reading circuitry on a game screen.

10. (Amended) A game system according to claim 1, wherein at least the identification data and characteristic data of the characters are optically readably recorded on said game cards using a two-dimensional array of dots, and

wherein said external information reading circuitry comprises an optical reader for optically reading the identification data and characteristic data of the characters recorded on said game cards.

11. (Amended) A game system according to claim 1, wherein at least the identification data and characteristic data of the characters are electronically readably recorded in a non-volatile memory, and

wherein said external information reading circuitry comprises a reader for electrically reading the identification data and characteristic data of the characters stored in said non-volatile memory of said game cards.

12. (Amended) A game system according to claim 1, wherein at least the identification data and characteristic data of the characters are magnetically recorded in a magnetic recording area formed in one surface of said game cards, and

wherein said external information reading circuitry comprises a magnetic reader for magnetically reading the identification data and characteristic data of the characters recorded in the magnetic recording area of said game cards.

13. (Amended) A game system comprising:

a plurality of collection cards, each visually portraying a figure of a character and including recorded data relating to said character;

a game information storage medium storing a game program to display at least some of the characters portrayed on said collection cards on an image display device;

a game machine including a processing system for receiving therein said game information storage medium to execute an image display game;

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wherein at least one of said collection cards includes a particular character other than a character stored in said game information storage medium and includes display data recorded thereon for displaying a figure of the particular character, an identification code of the particular character and characteristic data of the particular character,

wherein one of said game information storage medium and said game machine further comprises external information reading circuitry for reading the identification code and characteristic data recorded on said collection card,

said processing system being operable to

execute the game program based on the game program stored in said game information storage medium when the identification code and characteristic data of the particular character are not supplied by said external information reading circuitry, and to

execute the game program and process the character data of the particular character when supplied with the identification code and characteristic data of the particular

character read from said external information reading circuitry, and to display the display data of the particular character during the game.

14. (Amended) A game system according to claim 13, wherein the characteristic data stored on said collection card includes sound data related to at least the character, and wherein said processing system generates sound of the character on the basis of sound data read by said external information reading circuitry.

15. (Amended) A game system according to claim 13, wherein the characteristic data includes ability data related at least to the character, and said processing system changes a display state of the character in the game based upon ability data read by said external information reading circuitry.

16. (Amended) A game card for use in a game system including a game information storage medium storing a game program for generating at least some of the characters depicted on a plurality of such game cards on an image display device, a game machine including a processing system for receiving therein said game information storage medium to execute an image display game program; and external information reading circuitry provided in one of said game information storage medium and said game machine for reading data recorded in said game card, said game card comprising:

a visually portrayed figure of a character for use in playing a card game,  
a machine readable recording of at least an identification code of the character and characteristic data related to said character, said characteristic data including ability data visually recognizably printed on said game card and hidden data not visually recognizably printed on said game card, and

wherein said characteristic data is disposed on said card such that it can be read by said

B4 external information reading circuitry and used in an electronic game played on said game machine.

18. (Amended) A game card according to claim 16, wherein said game card further comprises additional data recorded thereon in addition to said characteristic data, the additional data including a mini-game program for playing a game which may be added to the game based on the game program stored in said game information medium, and

wherein the mini-game program recorded on said game card records a mini-game program for realizing a mini-game in said game card separate from the game program stored in said game information storage medium, and

wherein said game card further comprises order data recorded thereon for rearranging parts of the mini-game program.

B5 19. (Amended) A game card according to claim 16, wherein the characteristic data includes at least sound data to generate a sound of the character, ability data of the character, and amount data indicating an amount of the sound data and ability data.

20. (Amended) A game card according to claim 16, wherein the characteristic data includes at least sound data for generating sound of the character, ability data representative of an ability of the character and text data explaining a feature of the character.

21. (Amended) A game card according to claim 16, further including additional data corresponding to the identification code of the visually portrayed character and data for determining the amount of data recorded.

22. (Amended) A game card according to claim 16, wherein said external information reading circuitry comprises an optical reader for optically reading the identification

data and characteristic data of the character visually portrayed on said game card, and  
wherein said game card includes an optically readable recording of at least the  
identification data and characteristic data of the character comprising a two-dimensional array of  
dots.

23. (Amended) A game card according to claim 16, wherein said external  
information reading circuitry comprises a reader for reading the identification data and  
characteristic data of the visually portrayed character, and

wherein said game card includes a non-volatile memory recording at least the  
identification data and characteristic data of the character.

*B3* 24. (Amended) A game card according to claim 16, wherein said external

information reading circuitry comprises a magnetic reader for magnetically reading the  
identification data and characteristic data of the visually portrayed character, and

wherein said game card includes a magnetic memory provided in one surface thereof  
recording at least the identification data and characteristic data.

25. (Amended) A game information storage medium for use in a game system  
including a plurality of game cards for playing a card game, each card visually portraying a  
figure of a character and including data recorded thereon related to said character, said game  
information storage medium storing a game program, a game machine including a processing  
system for receiving therein said game information storage medium to execute an image display  
game program, and external information reading circuitry provided on one of said game  
information storage medium and said game machine to read data recorded on said game card,  
wherein said plurality of game cards record on a character-by-character basis at least  
identification codes of the characters and characteristic data for representing individual aspects

of the characters depicted with figures,

said game information storage medium comprising:

a first game program memory section for storing a first program for playing a game to display characters in an image display game, and

a second game program memory section for storing a second program for executing a game using said characteristic data to be added to the first game program when supplied with the identification code and characteristic data read from said external information reading circuitry.

26. (Amended) A game information storage medium according to claim 25,

wherein said information storage medium is a cartridge including a semiconductor memory storing the first program and second program, and a case accommodating said semiconductor memory and integrally formed with said external information reading circuitry.

27. (Amended) A game information storage medium according to claim 25,

wherein said game cards store a plurality of kinds of characteristic data on an identification-code-by-identification-code basis, and

said game information storage medium includes a semiconductor memory storing the first program and second program, a writable/readable memory for writable/readably storing at least part of the characteristic data corresponding to at least part of the identification codes, and a case accommodating said semiconductor memory and writable/readable memory and integrally formed with said external information reading circuitry.

28. (Amended) A game system comprising:

a game card for use in a card game, said game card visually portraying a figure of a character and including recorded data,

a game information storage medium including:

a memory storing a game program for playing a game related to said game card, and

reading circuitry for reading information from said game card; and

a game machine including a processing system for removably receiving therein the game

information storage medium to execute an image display game program.

31. (Amended) A game system according to claim 28, where said game card

includes identification data of the character portrayed thereon and characteristic data relating to a characteristic of the associated character.

36. (Amended) A game system according to claim 28, wherein said game card

optically readable records by a two-dimensional array of dots at least identification data and characteristic data of the portrayed character, and

wherein said reading circuitry comprises an optical reader for optically reading the

identification data and characteristic data of the character recorded on said game card.

37. (Amended) A game system according to claim 28, wherein said game card

includes an electrically readable recording of at least of character identification data and

characteristic data of the character in a non-volatile memory, and

wherein said reading circuitry comprises a reader for electrically reading the identification

data and characteristic data of the character stored in said non-volatile memory of said game

card.

38. (Amended) A game system according to claim 28, wherein said game card

includes a magnetic recording of at least character identification data and characteristic data of

the associated character in a magnetic recording area formed in one surface thereof, and

wherein said reading circuitry comprises a magnetic reader for magnetically reading the identification data and characteristic data of the character recorded in the magnetic recording area of said game card.

43. (Amended) A removable memory according to claim 42, wherein said removable memory comprises a cartridge including a semiconductor memory storing the first program and second program, and a case accommodating said semiconductor memory and integrally formed with said data reader.

44. (Amended) A game system for use with at least one game card visually portraying a figure of a character and including recorded information comprising:  
reading circuitry for reading information from said game card;  
a game information storage medium including a memory storing a game program for playing a game related to said at least one game card; and  
a game machine including a processing system for executing an image display game program, wherein a portion of said image display program is stored in said game information storage medium and a portion of the image display program is obtained from said at least one game card.

51. (Amended) A game system for use with at least one game card visually portraying a figure of a character and storing information in the form of a two dimensional array of dots comprising:  
reading circuitry for reading the two dimensional array of dots from said game card;  
a game information storage medium including a memory storing a game program for playing a game related to said at least one game card, and  
a processing system for executing a card related image display game program, wherein at

least a portion of said card related image display program is stored in said game information storage medium, said processing system being operable to process graphics image data embodied in said two-dimensional array of dots.

Please add the following new claims 57-62:

--57. A game system comprising:

a plurality of game cards for use in a card game, each visually portraying a figure of a character and including recorded data,

a game information storage medium storing a game program relating to game card character figures,

a game machine including a processing system for removably receiving therein the game information storage medium to execute an image display game program,

*B12*  
said plurality of game cards recording, for each of the characters depicted, at least identification data of the characters and characteristic data relating to a characteristic of an associated character;

wherein one of said game information storage medium and said game machine includes external information reading circuitry for reading the identification data and characteristic data of the characters recorded on said game cards,

said processing system, when supplied with the identification data and characteristic data read by said external information reading circuitry from one or more of said game cards, processes the characteristic data to apply a change to the original content of the game program stored in said game information storage medium, and

said processing system, when not supplied with the identification data and characteristic data by said external information reading circuitry from one or more of said game cards, executes a process on the basis of only the game program stored in said game information storage medium.

58. A game system comprising:

a plurality of game cards for use in a card game, each visually portraying a figure of a character and including recorded data,

a game information storage medium storing a game program relating to game card character figures,

*B12*  
a game machine including a processing system for removably receiving therein the game information storage medium to execute an image display game program,

said plurality of game cards recording, for each of the characters depicted, at least identification data of the characters and characteristic data relating to a characteristic of an associated character;

wherein one of said game information storage medium and said game machine includes external information reading circuitry for reading the identification data and characteristic data of the characters recorded on said game cards,

said processing system, when supplied with the identification data and characteristic data read by said external information reading circuitry from one or more of said game cards, processes the characteristic data to apply a change to the original content of the game program stored in said game information storage medium,

said game information storage medium includes, for each of the characters, a first memory section for storing the identification data and characteristic data, and a second memory

section for storing identification data and characteristic data acquired during progress of the game, and

said first storage section stores a registering program for writing and registering when the identification data of the character read by said external information reading circuitry is in a predetermined condition, the identification data and characteristic data being read from the game card to said second storage section.

59. A game system comprising:

a plurality of game cards for use in a card game, each visually portraying a figure of a character and including recorded data,

B12 a game information storage medium storing a game program relating to game card character figures,

a game machine including a processing system for removably receiving therein the game information storage medium to execute an image display game program,

said plurality of game cards recording, for each of the characters depicted, at least identification data of the characters and characteristic data relating to a characteristic of an associated character;

wherein one of said game information storage medium and said game machine includes external information reading circuitry for reading the identification data and characteristic data of the characters recorded on said game cards,

said processing system, when supplied with the identification data and characteristic data read by said external information reading circuitry from one or more of said game cards, processes the characteristic data to apply a change to the original content of the game program stored in said game information storage medium,

said game information storage medium includes, for each of the plurality of characters, a first memory section for storing identification data and characteristic data, and a second memory section for storing identification data and characteristic data acquired during progress of the game,

said plurality of game cards having recorded thereon as characteristic data, data corresponding to the identification data of one or a plurality of the characters, and

said second storage section further storing, when the identification data of the character read by said external information reading circuitry is in a predetermined state, a program for registering additional data read out of the game card in addition to the characteristic data corresponding to the identification data of the character.

60. A game card for use in a game system including a game information storage medium storing a game program for generating at least some of the characters depicted on a plurality of such game cards on an image display device; a game machine including a processing system for receiving therein said game information storage medium to execute an image display game program; and external information reading circuitry provided in one of said game information storage medium and said game machine for reading data recorded in said game card, said game card comprising:

a visually portrayed figure of a character for use in playing a card game,

a machine readable recording of at least an identification code of the character and characteristic data related to said character, and

wherein said characteristic data is disposed on said card such that it can be read by said external information reading circuitry and used in an electronic game played on said game machine, and

wherein said game card includes a recording of additional data in addition to said characteristic data and the additional data includes mini-game program for playing a game which may be added to the game based on the game program stored in said game information storage medium.

61. A game card for use in a game system including a game information storage medium storing a game program for generating at least some of the characters depicted on a plurality of such game cards on an image display device; a game machine including a processing system for receiving therein said game information storage medium to execute an image display game program; and an external information reading circuitry provided in one of said game information storage medium and said game machine for reading data recorded in said game card, said game card comprising:

a visually portrayed figure of a character for use in playing a card game,

a machine readable recording of at least an identification code of the character and characteristic data related to said character, and

wherein said characteristic data is disposed on said card such that it can be read by said external information reading circuitry and used in an electronic game played on said game machine, and

wherein said game card is machine-readably recorded with image data for displaying a figure of the character, and said image data is read by said external information reading circuitry thereby to display the character's figure in a game by said game machine.

62. A game card for use in a game system including a game information storage medium storing a game program for generating at least some of the characters depicted on a plurality of such game cards on an image display device; a game machine including a processing